

CLAIMS

1. A gaming machine, comprising:
 - a plurality of stations, each of the stations, at which a player plays a game, being provided with:
 - an identifier, unique to each of the stations; and
 - a receiver, which receives personal information from the player;
 - a first storage, which stores the personal information while associating with the identifier, with respect to each of the stations;
 - a second storage, which stores a first play record of the player while associating with the personal information, with respect to each of the stations;
 - a judge, which judges whether there exists a second play record which satisfies a first prize requirement among the first play records stored in the second storage;
 - a first specifier, which specifies a player who satisfies the first prize requirement in a case where there exists the second play record, with reference to the personal information associated with the second play record;
 - a second specifier, which specifies a station at which the player specified by the first specifier plays, with reference to the identifier associated with the personal information referred by the first specifier; and
 - a condition arranger, which changes a condition of the game performed at the station specified by the second specifier so as to be more advantageous to the player specified by the first specifier, and maintains the changed condition until a cancel condition is satisfied.

2. The gaming machine as set forth in claim 1, wherein the first prize requirement is arranged in each of a plurality of classes.

3. The gaming machine as set forth in claim 2, wherein the first prize requirement in higher one of the classes is more difficult to be satisfied.

4. The gaming machine as set forth in claim 1, wherein:

a first amount of a gaming value is inputted by each player to execute the game, and a second amount of the gaming value is outputted to each player as a result of the game; and

a ratio of a total of the second amount to a total of the first amount converges on 100% or less.

5. The gaming machine as set forth in claim 4, further comprising:

an accumulator, which accumulates a third amount of the gaming value which is a predetermined ratio of the first amount; and

a bonus presenter, which outputs all the gaming value accumulated in the accumulator is outputted to a station associated with a player who satisfies a second prize requirement.

6. The gaming machine as set forth in claim 4, wherein:

the game is a racing game in which a plurality of racing members perform a racing;

the player bets the first amount of the gaming value with respect to at least one of the racing members;

the player obtains the second amount of the gaming value in accordance with the result of the game and odds; and

the condition of the game includes at least the odds.

7. A gaming system, comprising a master machine and a plurality of gaming machines, connected with each other via a network, each of the gaming machines being as set forth in claim 1, wherein the master machine manages at least the personal information in each of the gaming machines.

8. The gaming system as set forth in claim 7, wherein one of the gaming machines serves as the master machine.

9. The gaming system as set forth in claim 7, wherein:

a first amount of a gaming value is inputted by each player to execute the game, and a second amount of the gaming value is outputted to each player as a result of the game; and

the master machine manages the second amount of the gaming value in each of the gaming machines, such that a ratio of a total of the second amount to a total of the first amount converges on 100% or less, for each of the gaming machines.